

**IN THE ABSTRACT OF THE DISCLOSURE:**

A program execution system, for example for an entertainment device, has a program execution device which has a controller operated by a user and a display such as a monitor on which images such as characters or players in a game are seen. In order to prevent an incorrect movement of a character on the screen of the monitor display when a switching from one scene viewed from one camera viewpoint to another scene viewed from another camera viewpoint without additional steps by the user, the program execution system has a computer-readable and executable program recorded stored on a recorded medium and providing a character motion direction step by which, if along the motion of a character on the screen a switching is made from one scene to another, the direction of motion of the character in the second scene is maintained in coordination with the character's motion direction on a map in the first scene at least immediately before the switching.